HEROQUEST

Game System

RULEBOOK

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Heed well my words, for I am Mentor, Guardian of Loretome. I will tell you of times past, of darker days when the Realm was saved against all hope. For I fear the darkness is about to return....

The sinister forces of Zargon, an evil sorcerer, had swept all before them. At the sight of the Black Banner and the massed hordes of Dread, even the bravest warriors of the Realm fled, the land was laid to waste, and all peoples despaired.

There then came a mighty warrior prince from the Borderlands—Rogar the barbarian. He bore a glittering diamond on his brow—the Star of the West. Hope returned and people flocked to his standard, leaving their hiding places in the hills and forests. Other great heroes joined him: Durgin the fearless dwarven warrior from World's End Mountains, Ladril the elven fighter mage from distant Elethorn, and Telor the wizard whose sorcery was to save Rogar on many occasions.

For many years Rogar trained his army, being careful to avoid open battle with Zargon's general until all was ready. He ever harried Zargon's supply lines and wiped out countless orcs and goblins who had allied themselves with the evil sorcerer.

Then came the day for which Rogar had waited. His army had grown strong and was well practiced. Camping in the high passes, Ladril saw the Dread Hosts from afar and bade Durgin blow the call to arms on his mighty horn. Rogar's army poured down upon the enemy from two sides and the battle was joined. Many foul creatures and good warriors perished that day. Yet, as the light of day faded, it was darkness that fled the field. But the victory was not absolute. Both Zargon and the evil sorcerer's general escaped beyond the Sea of Talons, and even now they plot their revenge. Soon their plots will be ready, and the Realm will have need of a new Rogar. But where are the heroes to equal him?

You have much to learn if you are to become as great as Rogar and his companions. I will help all that I can. The book I protect—Loretome—was written when time began. All that ever was and all that ever will be is recorded in its countless pages. Through Loretome I may guide you, but I may not intervene, lest a greater evil befall the world, and the evil forces of Zargon triumph forever.

USING THIS RULEBOOK

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Take Note
Throughout this rulebook, information is coded with specific icons depending on whom it is intended for.

Information and instructions for Zargon.

Information and instructions for the heroes.

Useful information that will help you play the game.

Information that can affect gameplay. Pay attention to this!

WELCOME

The HeroQuest game is a fantasy adventure set deep within a hidden stone labyrinth. This maze of underground rooms and corridors is controlled by Zargon and the evil sorcerer's forces of Dread.

Four valiant heroes have been summoned by Mentor, the good and ancient sage, to do battle with evil. Theirs is the ultimate heroic challenge—descend into a treacherous world of the unknown and restore honor to the Realm. Destroy the forces of Dread!

Bonded by their loyalty to the Realm, the brave heroes unite. Stepping cautiously, they journey deeper and deeper into a dark, hidden world…

WHAT MAKES THIS GAME UNIQUE?

- One player takes the role of Zargon, the evil sorcerer and controller of the game; the other players assume the roles of the heroes—the barbarian, the dwarf, the elf, and the wizard.
- A game for 2 to 5 players, HeroQuest is played in 14 sequential gameplay sessions called quests. Each quest is described in detail in the Quest Book.
- One quest may take an hour or two to play, with each subsequent quest increasing in difficulty.
- During a quest, a hero may acquire valuable treasures. These riches may be used between quests to purchase powerful weapons and protective armor from the armory.
- The heroes work together to defeat Zargon and the evil sorcerer's forces of Dread. Individual winning is not the goal. United the heroes stand. Divided they fall.
- The adventure never ends… additional quests are available in Quest Packs (sold separately).

GAME CONTENTS

- **Gameboard**
- **31 monster miniatures:** 8 orcs, 6 goblins, 3 abominations, 4 Dread warriors, Dread sorcerer, gargoyle, 4 skeletons, 2 zombies, 2 mummies
- **4 hero miniatures:** barbarian, dwarf, elf, wizard
- **15 furniture pieces:** 2 tables, throne, alchemist's bench, 3 treasure chests, tomb, sorcerer's table, 2 bookcases, rack, fireplace, weapons rack, cupboard
- **10 skull pieces**
- **4 plastic rat pieces**
- **21 dungeon doors:** 5 closed, 16 open
- **97 game cards:** 24 treasure cards, 23 equipment cards, 14 artifact cards, 12 dread spells cards, 12 spells cards, 8 monster cards, 4 turn order cards
- **Cardboard tiles:** stairs, blocked squares, pit traps, secret doors, falling-block traps, skulls
- **Quest Book**
- **4 character cards:** barbarian, dwarf, elf, wizard
- **Game Master's screen**
- **Pad of character sheets**
- **6 white combat dice**
- **2 red dice**

GETTING STARTED

If you are playing for the first time, punch out the cardboard tiles from the parts sheet and put them aside.

Choose Your Role

One player must take on the role of Zargon, the evil sorcerer. The other players then assume the roles of the heroes: the barbarian, the dwarf, the elf, and the wizard.

If fewer than five people are playing, one person must still play as Zargon. The remaining players can control more than one hero. Note that the quests are more challenging if you are playing with fewer than four heroes.

The Important Role of Zargon

The role of Zargon is a vital one in the game. The person who plays as Zargon serves as the Game Master. This means:

- You sit behind the Game Master's screen.
- You control the quest for the other players.
- You alone know where the monsters, secret doors, treasures, and traps are located in the labyrinth.
- You alone have access to the Quest Book.

Anyone can play as Zargon, but players who are familiar with the game may be more comfortable taking on this important role at first.

If You Are Playing as Zargon

As Zargon, you will be running the quest. If necessary, read through the game rules first so you understand how to do this. (And, as you will see below, you must read through the first quest in the Quest Book.)

Remember, the Quest Book is for your eyes only. However, there *are* sections of each quest that you must read to the players. These passages are noted throughout the Quest Book.

HOW ZARGON SETS UP THE GAME

Zargon, to set up the game properly, you must follow these steps:

1. Open the Quest Book and Read the First Quest

Turn to "Quest 1—The Trial." This quest must be played first. Read it silently to yourself.

Each quest features three different sections: the parchment text, the quest map, and the quest notes.

Parchment Text

The parchment text outlines the heroes' challenge as well as the reward they will receive if they are successful. **This section is always read aloud to the hero players at the beginning of the game.**

Quest Map

The quest map shows how the gameboard is to be laid out as the game progresses. The map is marked with symbols that show the starting positions of the monsters—sinister creatures under your control. These symbols are identical to those on each of the monster cards and are identified on the Game Master's screen. The maps also show you where to place pieces of furniture, stairs, doors, and blocked-square tiles. In addition, there are symbols for traps, secret doors, and treasure chests. These symbols are shown on the map legend.

Do not place anything on the gameboard at this time. Only reveal the layout when the hero figures have moved to a position on the gameboard that requires you to do so.

Quest Notes

Read the quest notes thoroughly before the start of the quest. They explain what happens in certain rooms and detail the unique situations with which the hero players have to contend. Read the notes silently to yourself.

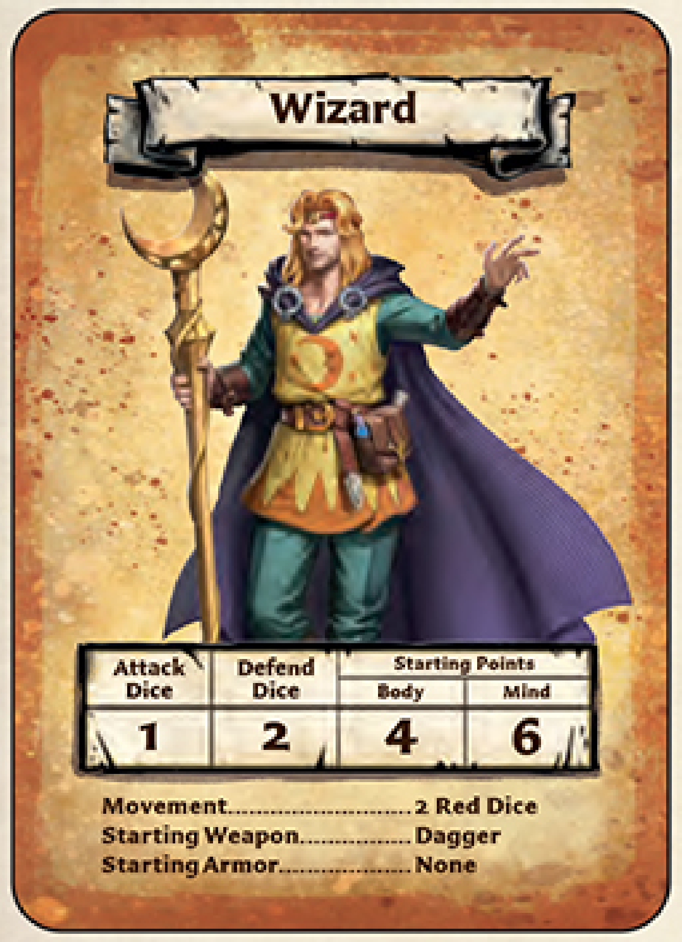
You will later disclose the information in the quest notes to the heroes as the quest unfolds and they move into certain rooms and corridors.

2. Place the Gameboard on the Table

Lay the gameboard flat on a table. The HeroQuest logo should be on the right side of the board as it faces you.

3. Place the Character Cards on the Table

Spread the four character cards faceup on the playing table. The number of dice and starting points for each hero appear on each card.


Wizard
Attack Dice
Defend Dice
Starting Points
Body
Mind
1
2
4
6
Movement.......2 Red Dice
Starting Weapon.......Dagger
Starting Armor.......None

Character Card

Attack Dice

These reflect the fighting power of the hero's weapon. During the quest, the hero's attack strength is continually changed by events (e.g. spells, combat, etc.).

Defend Dice

These reflect the ability of the hero to dodge or absorb enemy hits. During the quest, the hero's defend strength is continually changed by events (e.g. spells, combat, etc.).

Body Points

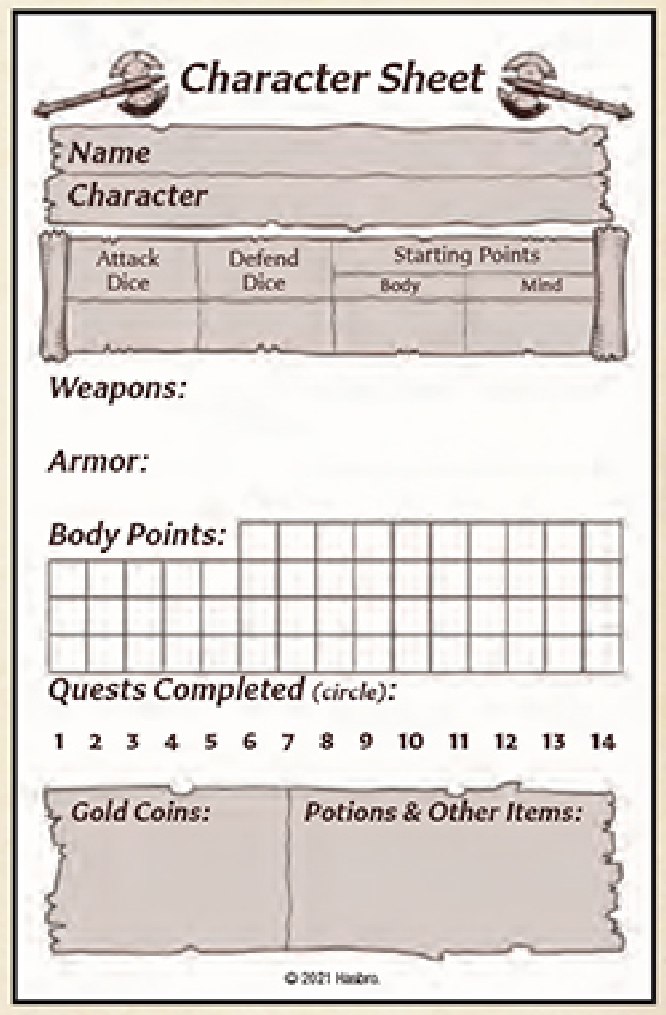
These reflect the hero's physical strength. The barbarian is the strongest with eight points; the wizard the weakest with four points.

Mind Points

These reflect the hero's wisdom, intelligence, and resistance to magical influence. The wizard has the greatest mental strength with six points; the barbarian the least with two points.

4. Direct the Hero Players to Fill in Their Character Sheets

Give each hero player a sheet from the pad of character sheets, something to write with, their hero's character card, and their hero figure.


Character Sheet

Name

Character

Attack Dice	Defend Dice	Starting Points Body	Starting Points Mind

Weapons:

Armor:

Body Points:

Quests Completed (circle): 1 2 3 4 5 6 7 8 9 10 11 12 13 14

Gold Coins:

Potions & Other Items:

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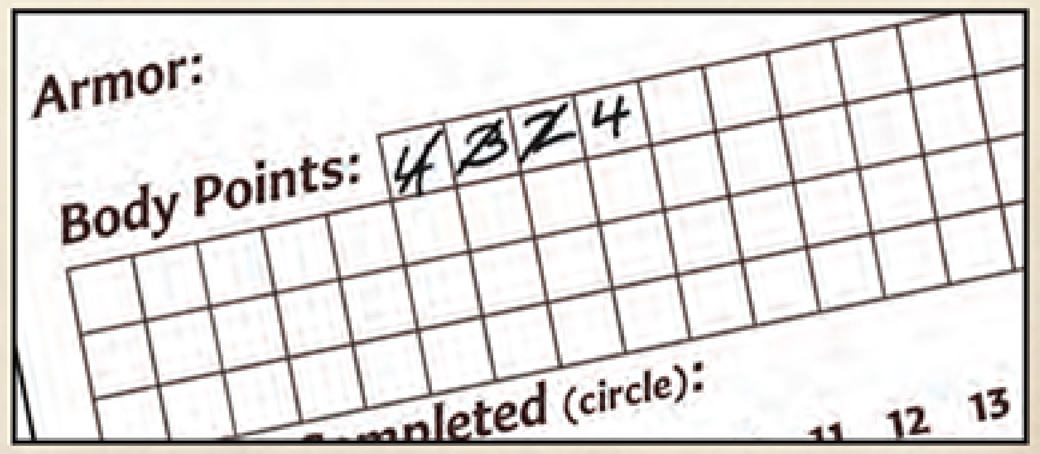
Each hero player should fill in their character sheet with the starting Body and Mind Points of their character. If they wish, they may name their character.

During the quest, a hero's Body and Mind Points are affected by events. Points can be gained or lost. Body Points must be charted on the hero's character sheet. Any treasure found on the quest must also be recorded here. Players should save their sheets and bring them to each game session.



Charting Body Points

5. Position the Game Master's Screen Between You and the Gameboard.

6. Place the Quest Book Between You and the Game Master's Screen

7. Separate the Game Pieces

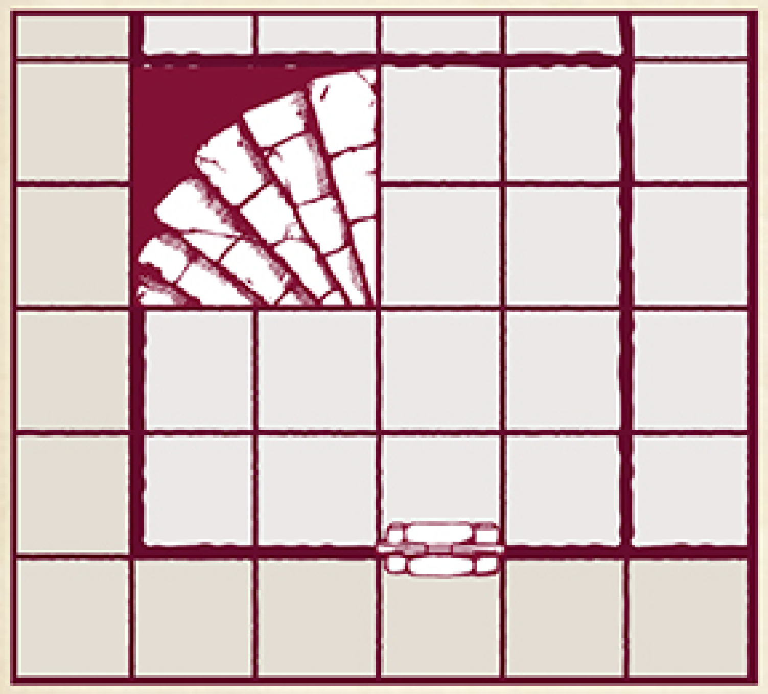
Separate the doors, furniture, monsters, and all of the cardboard game tiles into four piles.

To identify the monsters quickly, refer to the last page of the Quest Book.

8. Study the Quest Map and Place the Pieces in the Starting Room

Look at the quest map that appears in the Quest Book, and only place the pieces that go into the starting room on the gameboard (usually the one with the stairway).

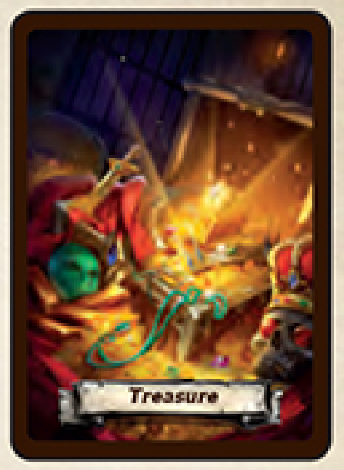
Do *not* put out any traps or secret doors. Do not reveal treasure at this time.



Starting room of "Quest 1" with the stairway tile and closed door

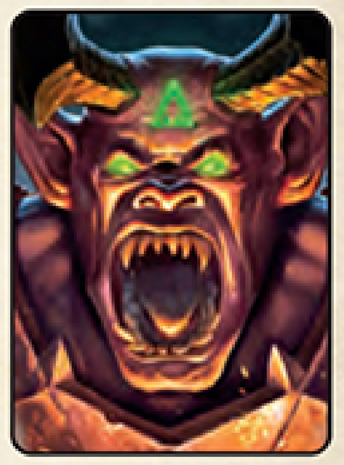
9. Sort the Cards

Sort the cards into nine separate piles: equipment, treasure, artifacts, monsters, Dread spells, air spells, fire spells, water spells, and earth spells.



- **Treasure Cards** Shuffle these cards before each quest. Keep them facedown in a pile within easy reach of all players.

- **Artifact Cards** These cards are special, as you will discover in the quest notes. Keep these cards behind the Game Master's screen.



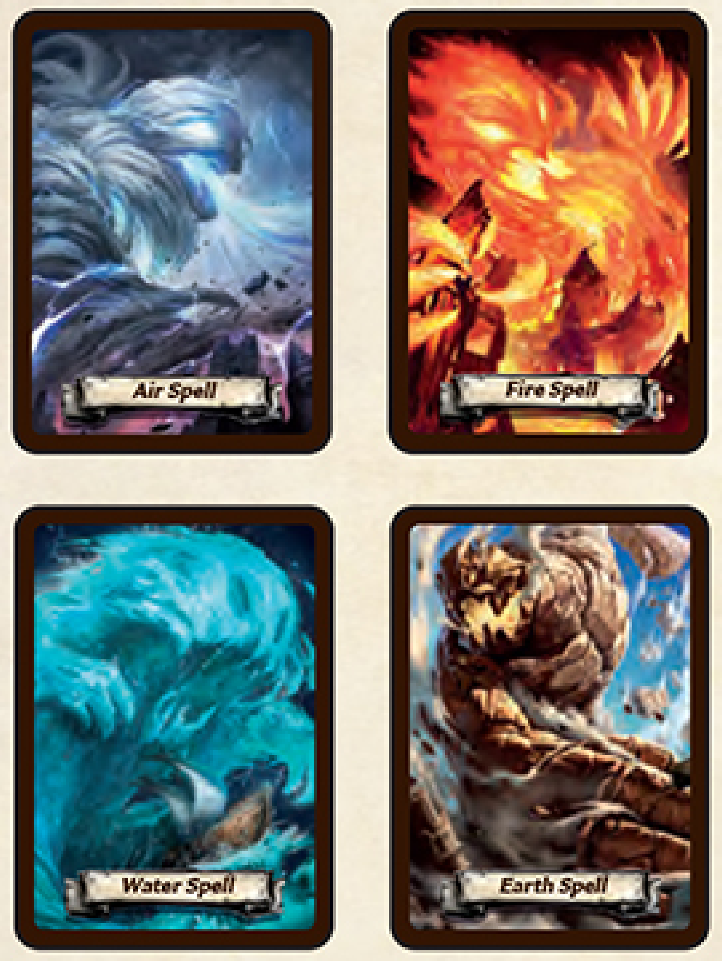
- **Monster Cards** Spread out the eight monster cards and put them faceup near the gameboard so that the hero players can easily refer to them. All the information on these cards can also be found in the monster chart on the Game Master's screen.

Dread Spell

- **Dread Spell Cards** There are 12 Dread spells. These spells belong to Zargon and are very powerful as you will discover in the quest notes. Keep these cards behind the Game Master's screen.

Some Dread spell cards will only be used with the Quest Packs (sold separately).

- **Hero Spell Cards – Air, Fire, Water, Earth**
  There are four groups of hero spells, each of which represents one of the four natural elements—air, fire, water, and earth. Each spell group contains three individual spells. The spell groups are divided between the wizard and the elf.



- **Dividing the Spells.** Direct the hero players to divide the hero spells. The wizard first chooses one of the four spell groups. Next, the elf chooses one spell group from the three that remain. Finally, the two remaining spell groups go to the wizard. The spells and their effects are explained in detail on their corresponding spell cards. **Suggestion:** If this is the players' first quest, the wizard should take the fire spells, the elf should take the earth spells, and the remaining spells should go to the wizard.

10. Place the Dice

Finally, put three white combat dice and the two red dice near the gameboard where the hero players can easily reach them. Keep three white combat dice for yourself.

Now you are ready to play. Zargon, read "A Glimpse into the World of HeroQuest" aloud to the players.

A GLIMPSE INTO THE WORLD OF HEROQUEST

Welcome, my friends, to the world of HeroQuest—a place unlike any other.... To gain access, you must first become a part of it. I have taken on the role of Zargon, the evil sorcerer; the rest of you have chosen your roles as the brave heroes. As heroes, you must work together to save the Realm from Zargon's evil forces. Will your valiant efforts be enough? Time will tell all.

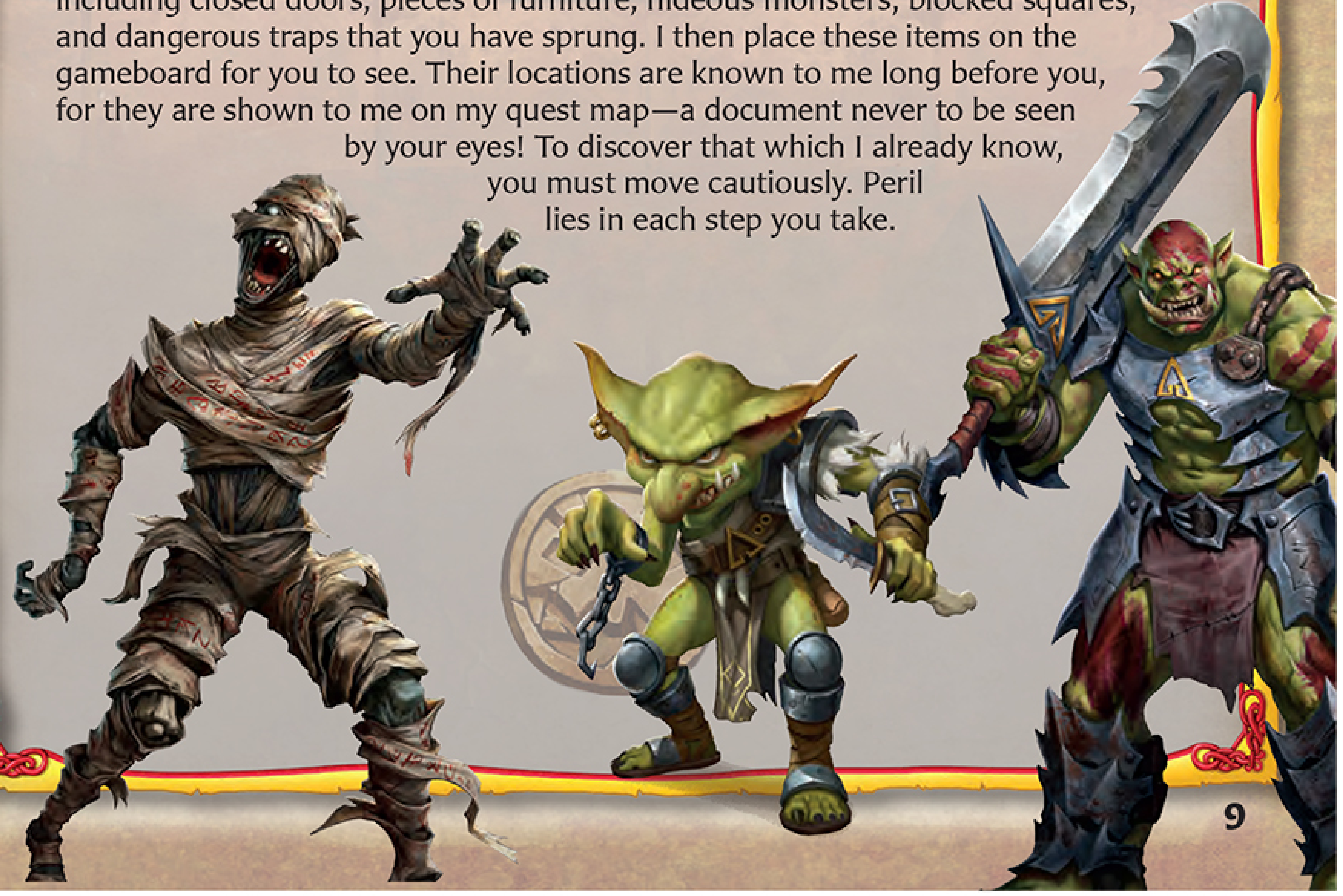
Heroes, you begin your journey with "Quest 1—The Trial" from the Quest Book. Your goal is to seek out and destroy Verag, a foul gargoyle who hides in the catacombs. Your very survival depends on your ability to work well together, for no true hero stands alone.

Listen carefully now to these words from Zargon….

"Heroes, your goal has been made clear. I, however, have my own goal—to destroy you! You begin this first quest in the room with the stairway. Its location is revealed to you when I place the stairway tile on the gameboard. On each of your turns, discuss with your comrades where to move and what to do. Beware! Your decisions affect all players.

"You move square by square along corridors and into rooms. The distance of your movement is determined by a roll of two red dice. Fate, you see, is really nothing more than chance. Where you move is within your control. What you find along the way, however, is within mine, for I control the gameboard. Let caution be your guide. Danger, you will soon discover, lurks in every shadow.

"As you look down corridors and into rooms, I reveal to you many things, including closed doors, pieces of furniture, hideous monsters, blocked squares, and dangerous traps that you have sprung. I then place these items on the gameboard for you to see. Their locations are known to me long before you, for they are shown to me on my quest map—a document never to be seen by your eyes! To discover that which I already know, you must move cautiously. Peril lies in each step you take.



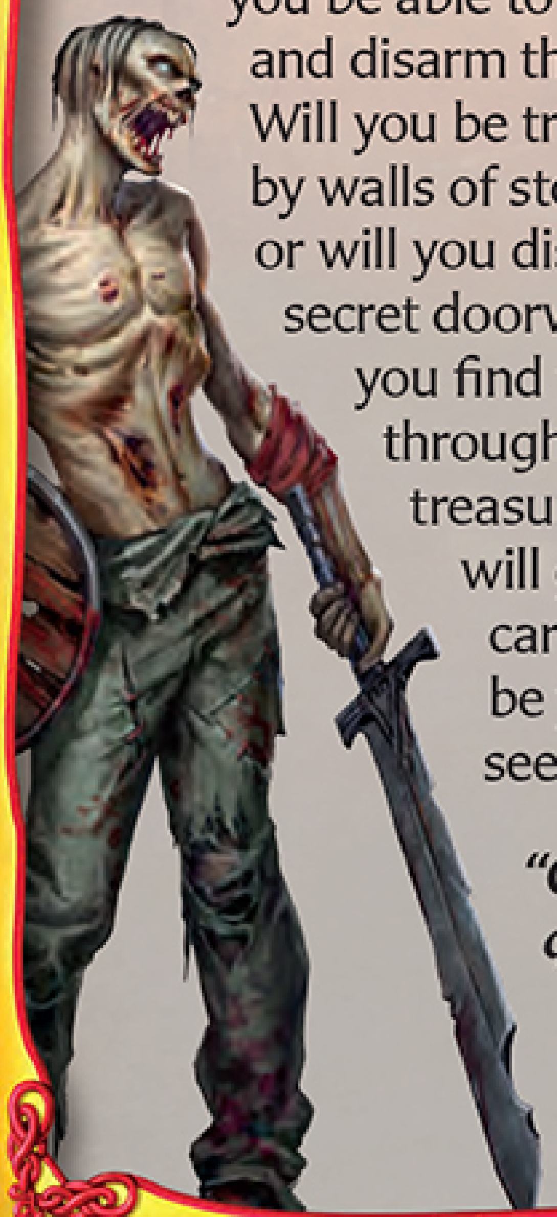
"As you venture deeper and deeper into the underworld, you are certain to be confronted by many foul monsters. These creatures are meant to greatly test your strength and courage. Some of you may battle them using only your sword and armor. Your success or failure is determined by a roll of the combat dice, for these special dice reflect your ability to attack and defend. Others of you have the mighty power of magic spells to assist you. You must cast your spells wisely!

"While you may use your turn to engage in combat or to cast a spell, you may instead choose to perform another action. These include searching for treasure, secret doors, or traps. You may even try to disarm a discovered, yet unsprung, trap. You must choose your action carefully, for you may only perform one action on your turn.

"Once each of you has completed a turn, only then is it time for me to take my turn. Prepare yourselves! My forces strike in great number. I control every monster present on the gameboard and may move all of them on one turn! Heed this warning. I am also armed with the power of magic. Dare you test your magical strength against mine?

"Your journey awaits. Prepare to meet the unknown! Will you survive the battles against my monster forces, or will your body and mind be forever weakened? Will you suffer the damage of hidden traps, or will you be able to locate and disarm them? Will you be trapped by walls of stone, or will you discover secret doorways? Will you find fortune through hidden treasures, or will greed and carelessness be your downfall? We shall see where fate takes you.

"Come. Let the quest begin...."



TO BEGIN THE QUEST

Zargon, read the parchment text section of Quest 1 from the Quest Book aloud to the heroes. It is important that the heroes understand the history behind the quest and the goal set before them.

Only read aloud the parchment text section. The information contained in the quest map and the quest notes must, for now, be kept secret from the heroes.

Order of Play

Play begins with the hero seated to Zargon's left and continues clockwise. After all heroes have completed their turns, it is the evil sorcerer's turn. Zargon may move all monsters currently on the gameboard. This sequence continues until the quest is achieved or until the heroes leave the underworld.

Suggestion: A good starting setup would be for the barbarian to sit to Zargon's left, followed by the dwarf, the elf, and then, seated to Zargon's right, the wizard.

On Any Player's Turn

Whether playing the role of Zargon or of a hero, a player does one of the following on their turn:

- Moves their figure(s) and performs an action

or

- Performs an action and moves their figure(s)

ON A HERO'S TURN

As a hero, you may move and then perform an action, **or** perform an action and then move. You may not, however, move part way, perform an action, and then finish your movement. You may perform any one of the following six actions:

- Action 1: Attack
- Action 2: Cast a spell
- Action 3: Search for treasure
- Action 4: Search for secret doors
- Action 5: Search for traps
- Action 6: Disarm a trap

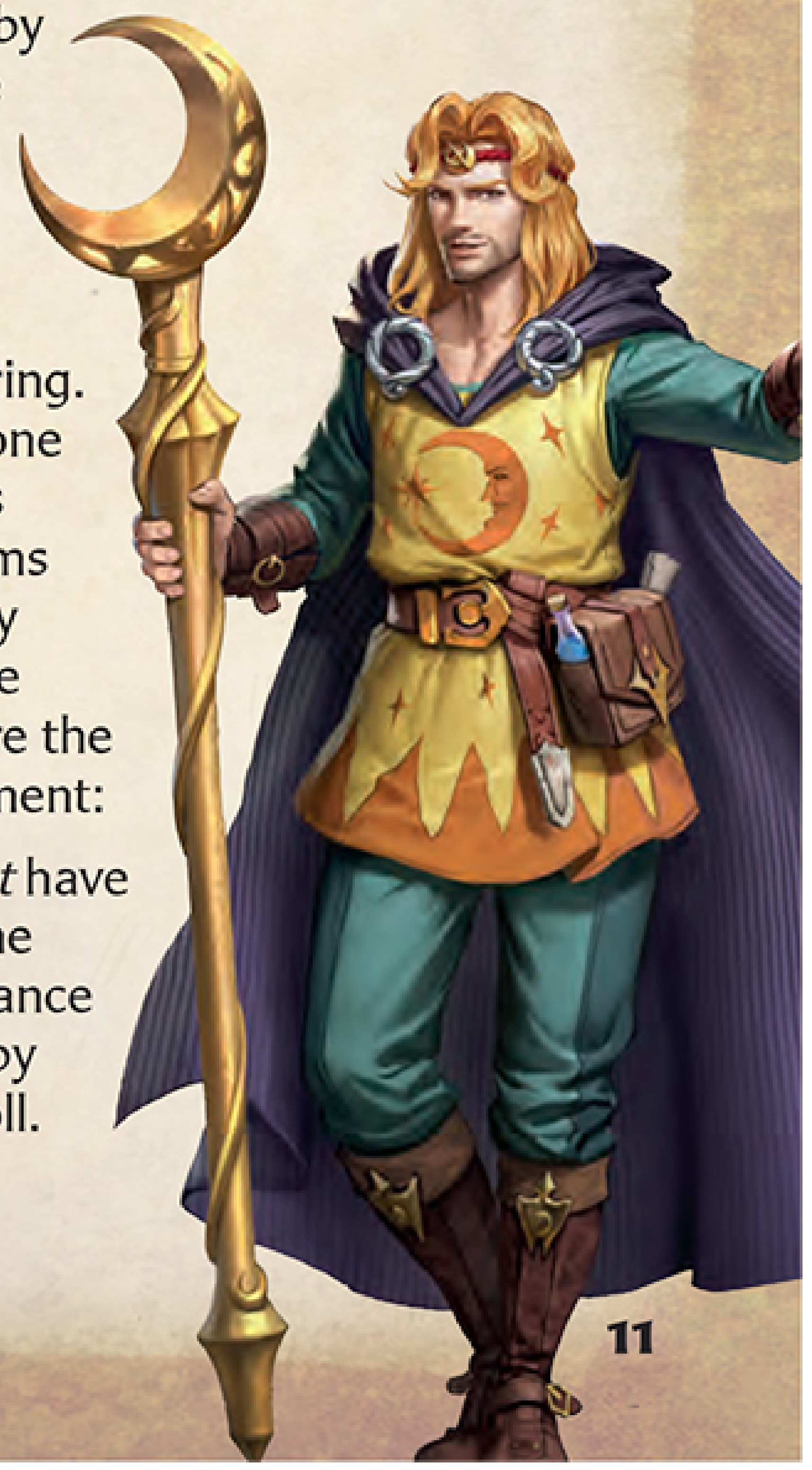
These actions are also listed on each turn-order card for easy reference and are explained in detail in "The Six Hero Actions."

Hero Movement

As a hero, you normally begin and end a quest in the room marked with the stairway (unless otherwise specified in the Quest Book). The stairway leads you down, down, down... deep into the evil stronghold of Dread. To safely complete a quest, you must return to the stairway, for it is only there that you are truly free from harm.

To determine how many square spaces to move, roll two red dice. Then, move carefully along the corridors and into rooms square by square. On the gameboard, the corridors are shown by the areas with light gray flooring. Corridors are one or two squares wide. The rooms are enclosed by white lines (the walls). Here are the rules of movement:

- You do *not* have to move the entire distance indicated by the dice roll.



- You cannot pass over monsters, move through walls, or move diagonally.
- You *may* pass over other heroes.
- You may only enter rooms through doors.
- You may not share a square with another hero or with a monster *except* when you are on the stairs or in a pit trap.

Looking and Opening Doors

As a hero, while you are moving you may look down a corridor or through an open door. Looking gives you the opportunity to see what is directly within your line of sight, such as closed doors, blocked-square spaces, and monsters. Looking is *not* one of the six actions. On your turn, you may move adjacent to a closed door and ask Zargon to open it. Zargon opens the door by removing the closed-door piece and replacing it with an open-door piece. Opening a door is also not one of the six actions. Both looking and opening doors are simply considered to be additional things you may do on your turn.

All doors start out closed. Once a door is opened, it can never be closed.

Getting caught in a trap, drinking potions, and picking things up also do not count as actions. They can be done at any time during your turn.

How Zargon Reacts to Hero Movement

As Zargon, you must carefully watch a hero's movement. Continually refer to the quest map in the Quest Book. When a hero looks down a corridor, place on the gameboard any doors, blocked-square tiles, and monsters that are directly within the hero's line of sight. (If the line passes through a wall or a closed door then the miniature or tile is not visible.) When a hero opens a door, place on the gameboard the monsters, treasure chests, and any other items that belong in that room.

Do not put any traps on secret doors. Do not reveal treasure at this time.

Blocked-Square Tiles

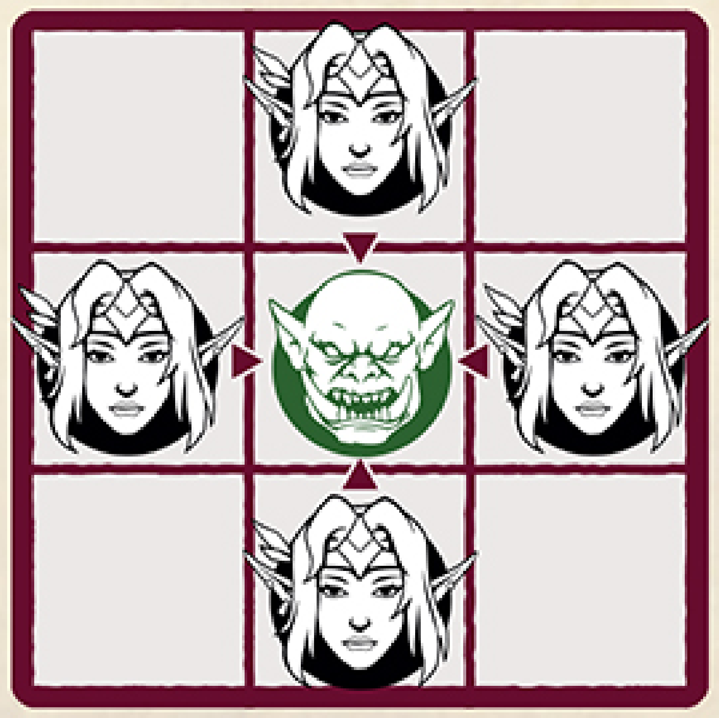
As Zargon, you must place a blocked-square tile on the gameboard as soon as it becomes visible to the hero. These tiles show where extra walls have been built. **Neither heroes nor monsters can move through blocked squares.**

THE SIX HERO ACTIONS

A hero may perform any one of the following six actions on their turn. (It is possible, however, that they may not be able to do any.)

Action 1: Attack

As a hero, you may attack any monster that you are adjacent to. You are adjacent if you are directly to the side, front, or rear of another square on which a monster is located. You may, however, only attack once per turn. Your attack strength depends on your attack weapon. The stronger the weapon, the greater the number of Attack dice you will use. Some weapons allow you to attack diagonally or from a distance. But most weapons do not.



The elf is considered adjacent to the monster in any of these four positions.

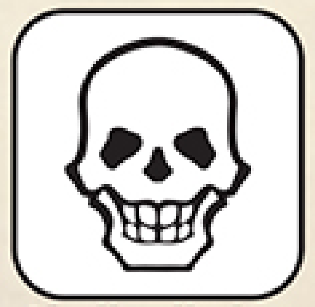
You may only attack with one weapon at a time.

At the start of the first quest, each hero is armed with a specific weapon. Refer to the hero's character card for their starting weapon and Attack dice number.

- **The barbarian** begins with the most powerful starting weapon: the broadsword.
- **The dwarf's** starting weapon is a shortsword. They also possess intuition—a special knack for disarming traps.
- **The elf** also starts with a shortsword. They are a good fighter and have some knowledge of the magical arts. The elf begins each quest with three magic spells (one spell group).
- **The wizard** starts with a small dagger. They have great knowledge of magic and are a master spellcaster. They begin each quest with nine magic spells (three spell groups). However, they are hindered by their inability to wear normal armor or use large weapons.

How a Hero Attacks

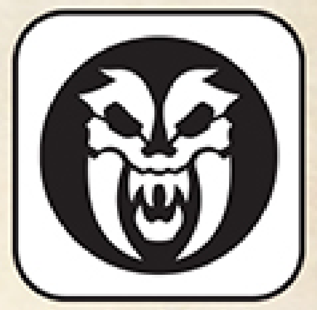
- As a hero, you must roll the white combat dice to attack a monster. The number of dice to roll depends on the weapon you are using for the attack. (Check your character sheet for your attack strength.) If you fail to roll any skulls, your attack fails.
- Each skull that you roll is considered a hit, resulting in 1 Body Point of damage scored against the monster. If hit, the monster immediately defends by rolling its Defend dice. If the monster's Body Points reach zero, the monster is considered dead and is removed from the gameboard.



Skull rolled

How a Monster Defends

- A defending monster rolls the number of Defend dice shown in the monster chart on the Game Master's screen. Each black shield rolled by the defending monster blocks one hit from the attacking hero.



Black shield rolled

- Many monsters are killed with only one hit. Some monsters, however, require more than one hit. (Refer to the monster chart on the Game Master's screen for a monster's Body Points.) For those monsters requiring more than one hit, monster damage is tracked by the use of skull tiles. Zargon, for each hit your monster sustains, you must record the hit by placing a skull tile under the monster figure on the gameboard.

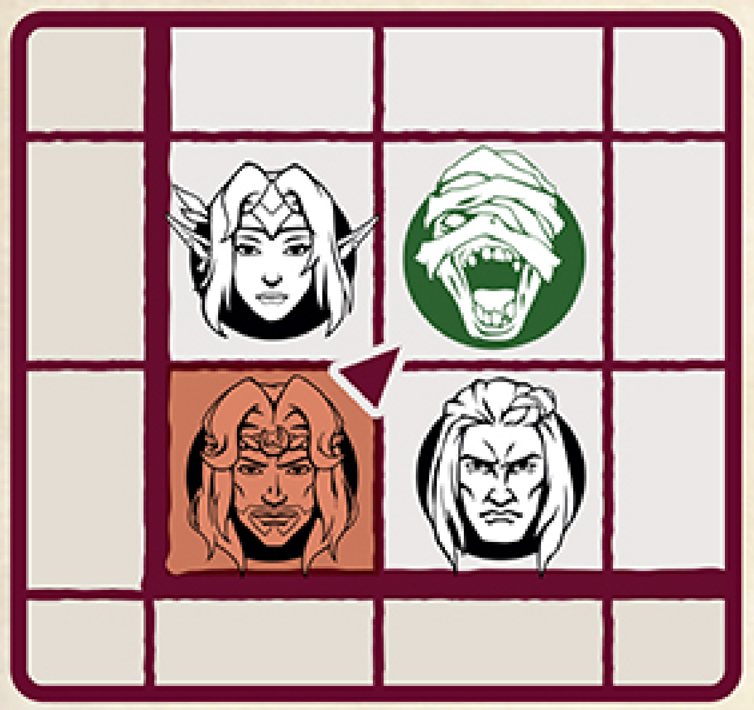
Skull tile

If the monster survives the attack, it cannot attack the hero back until Zargon's next turn. (See "How a Monster Attacks," page 20, and "How a Hero Defends," page 21.)

A Trip to the Armory

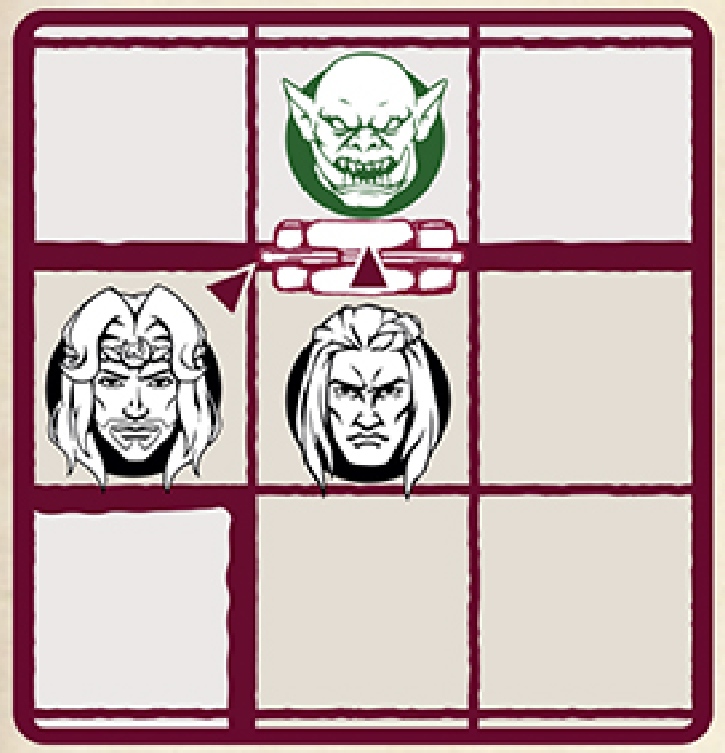
As a hero, you may collect valuable treasures such as gold coins during a quest. Between quests, you may use gold coins to purchase powerful weapons and protective armor from the armory (see the equipment deck). You may purchase any number of items from the deck. The items are always in stock even if a player decides to use the card for a quick reference.

These weapons allow you to increase your attack and defend strength, and may also give you unique combat advantages. For instance, daggers and crossbows are special weapons due to their ability to hit a monster from a distance. Some long weapons, like the staff and the longsword, allow you to attack diagonally. The attack is made and defended normally.



The wizard, with a staff, is in a "safe" position. The staff allows them to attack the monster diagonally. The monster, however, cannot attack the wizard diagonally.

Using diagonal weapons allows more than one hero to attack a monster blocking a doorway.



Both the wizard and the barbarian may attack the monster blocking the doorway. The wizard, with a staff, may attack diagonally. The barbarian, with a broadsword, may attack adjacently.

For complete information on all of the weapons and armor, please refer to the equipment cards.

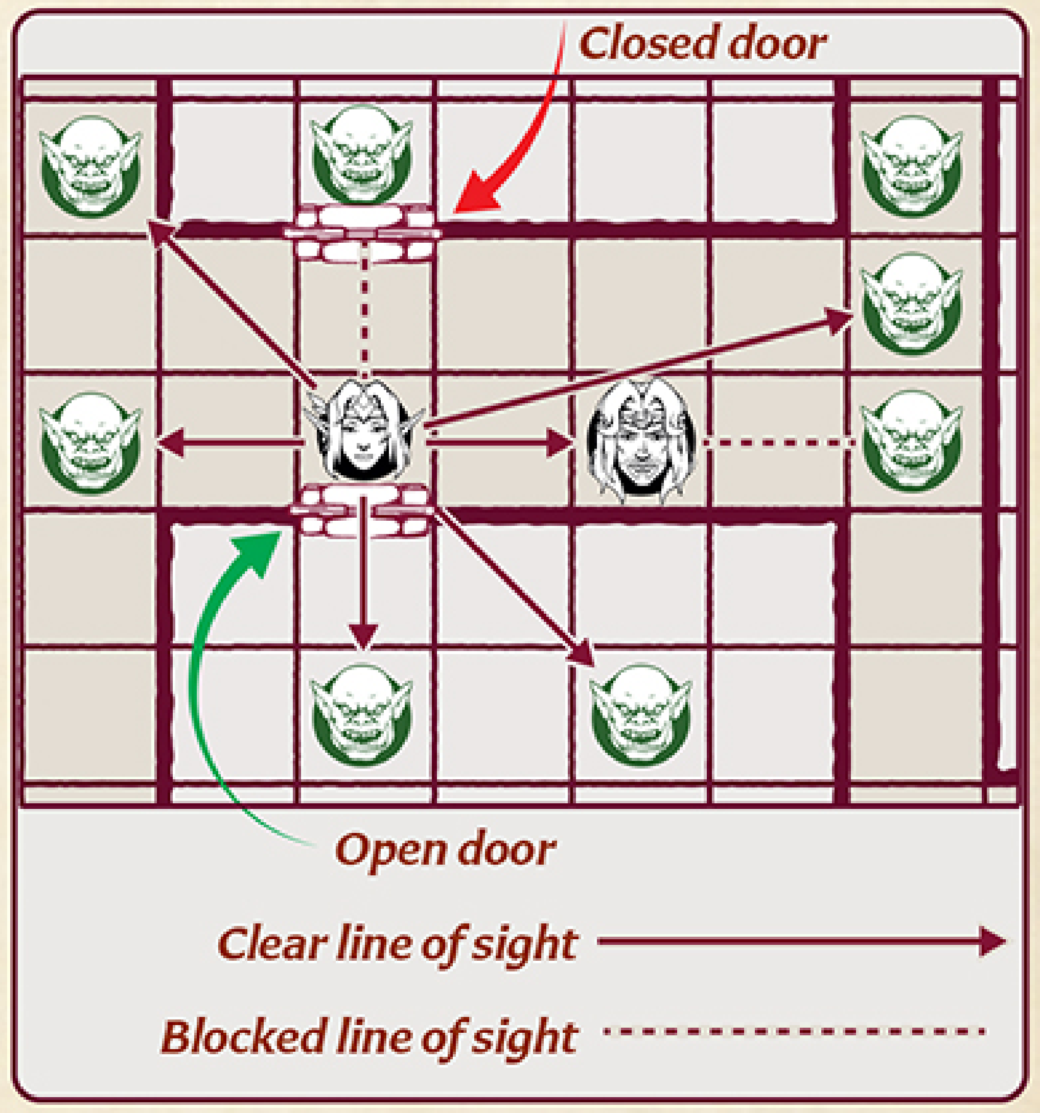
Action 2: Cast a Spell

Some heroes, like the elf and the wizard, may cast spells instead of attacking. They may cast a spell at anything they can see, but only on their turn.

See (Line of Sight)

For a hero to cast a spell, the target must be visible. Heroes and monsters are only visible if an unobstructed straight line can be traced from the spellcaster to the target.

A Good Rule of Thumb: Draw an invisible straight line between the center of the square the spellcaster is on and the center of the square the target is on. If the line does not cross a wall, closed door, hero, or monster, the target is declared visible, even if the line just touches a corner or wall edge. The following diagram shows an example of what is visible.



As a hero, you may cast a spell on yourself, another hero, or on a monster. Once a spell is cast, the spell card is discarded for the remainder of the quest. Each spell may be cast only once per quest. Use them wisely!

A spell and its effects are explained in detail on its corresponding spell card.

Action 3: Search for Treasure

Treasure is found only in rooms, not in corridors. A room may be searched by all four heroes, but each individual hero may only search the room once and may do so only on their own turn.

Some treasures are protected by a trap. See "Search for Traps," page 16.

How a Hero Searches for Treasure

As a hero, you may search a room for treasure only if the room is uninhabited by monsters.

As a hero, you must first verbally declare your search. Do so by saying "I am searching for treasure." Searching for treasure means you are looking around, opening things, searching for interesting objects and gold coins, regardless of what square you are on in the room. **Do not move your hero figure when you search.**

If no special treasure is called out in the Quest Book, you must draw a random card from the treasure card deck and read it aloud. The card could offer you a variety of things, including riches and magical potions. Record any gold coins or potions on your character sheet. These valuable treasure cards (gold coins and potions) are *not* returned to the treasure deck until the next quest.

If you wish, you may share the gold coin treasures with the other heroes. Later, between quests, you may use the treasure to purchase additional weapons and armor from the armory. (See "A Trip to the Armory," page 13.)

Be careful! Almost half of the treasure cards contain wandering monsters and hazards! These types of treasure cards *are* returned to the treasure deck and may be drawn again in the next treasure search. The treasure cards must be shuffled before a hero draws one from the deck.

How Zargon Reacts to a Hero's Search for Treasure

As Zargon, if there is a special treasure (as described in the quest notes), you must read aloud the treasure description once the treasure has been found. The special treasure is discovered only once by the first hero who searches the room for treasure, even if other heroes later search that same room.

If there is no special treasure in the searched room, direct the searching hero to draw a treasure card as described. However, if the hero draws a wandering monster or hazard card, do the following:

Wandering Monsters

These monsters pop out of holes and hidden places, and wander into rooms. (The monster that appears is listed in the quest notes.)

As Zargon, you must place the monster next to the treasure-searcher and immediately roll Attack dice. (Refer to the monster chart on the Game Master's screen for the correct number of Attack dice to use.) On this round, you can only attack the treasure-searcher. After the attack, the wandering monster remains on the gameboard and can be moved like other monsters.

If the surrounding squares are occupied, and it is not possible to place a monster next to the searcher, put the monster in the room as close to the searcher as possible. Then, on your next turn, the monster can move and attack like other monsters.

How Heroes Respond to Wandering Monsters

As a hero, you roll combat dice to defend against a wandering monster's attack. You may then continue with your turn. (See "How a Hero Defends," page 21.)

Hazards!

As a hero, when you draw a hazard card from the treasure card deck, read the card aloud and follow its directions.

More About Treasures

Treasure can be a variety of things, including gold coins, magic spells, artifacts, and potions.

Artifacts

Some of the special treasures are called “artifacts.” Each is described in detail on its corresponding artifact card. These items include weapons, armor, and items that provide additional powers. Finding an artifact may also be the objective of a particular quest.

On their turn, any hero who has artifacts may give them to other heroes.

Potions

As a hero, you may drink a potion at any time. The way a potion works and how long its effects last are listed on the potion treasure card, and sometimes in the Quest Book. You may drink more than one potion at a time. Healing potions are very valuable. If your Body Points are reduced to 0, you may drink a healing potion before you die and save yourself by restoring 1 or more of your Body Points. You may give one of your potions to a fellow hero, but you may do so only on your turn.

Action 4: Search for Secret Doors

Secret doors are hidden portals that cannot be seen when you, as a hero, look into a room or down a corridor. These doors are concealed in a variety of ways, including sliding panels and pivoting bricks. **You cannot discover a secret door unless you search for one.**

How a Hero Searches for Secret Doors

As a hero, you can only search for secret doors if there are no monsters visible to you.

You must first verbally declare your search. Do so by saying, “I am searching for secret doors.” Zargon then discloses any secret doors located in the room or corridor that you are in by placing a secret door tile on the gameboard square where the secret door is located. **Do not move your hero figure when you search.**

Secret door tile

The door is not considered *open* until you move adjacent to it and declare that you are opening it. Once the door is opened, Zargon places the items on the gameboard that are beyond the secret doorway. Once opened, the door cannot be closed.

Action 5: Search for Traps

There are four kinds of traps—pit traps, falling block traps, spear traps, and chest/furniture traps. They can be found in both rooms and corridors. Only Zargon knows where these traps are hidden. If, as a hero, you move onto a square that contains a pit, falling block or spear trap, you automatically spring the trap, possibly suffering body damage.

A treasure chest or piece of furniture may also contain a trap. If you search for treasure without first searching for traps, you spring the trap. Remember, it often pays to take the time to search.

How a Hero Searches for Traps

- As a hero, you can only search for traps if there are no monsters visible to you.
- You must first verbally declare your search. Do so by saying, “I am searching for traps.” Zargon then tells you which squares, if any, have traps. They do *not*, however, put any trap tiles out on the board. At this time, they are still concealed and unsprung.
- Once a trap is discovered, you may be able to jump the trap, or on your next turn, disarm it. (See “Action 6: Disarm a Trap,” page 19.)

Warning: There are some traps in a room that have been placed directly on the other side of a door. Beware! The first hero to enter the room through that door will encounter the trap and suffer damage! **Note: As a hero, you cannot search for these traps by looking through the door. You must be in the room to search for any traps in it.**

Monsters do not spring hidden traps.

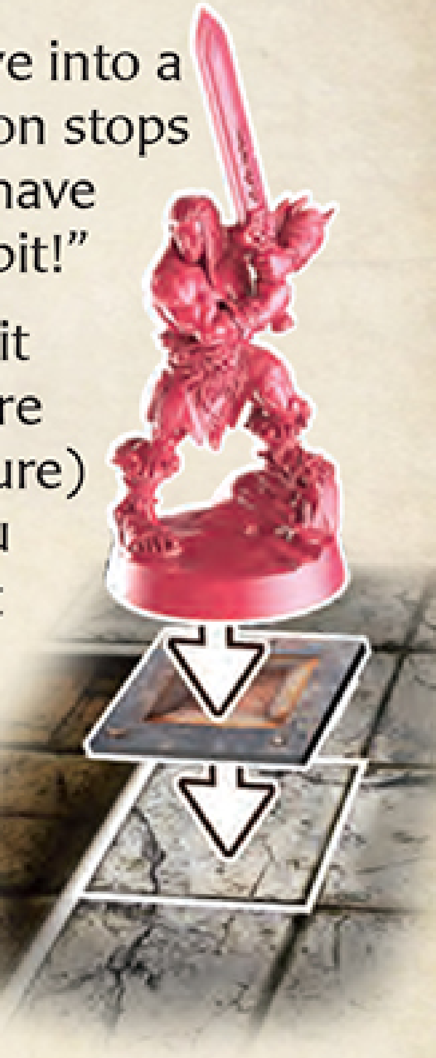
The Four Kinds of Traps

The locations of pit traps, falling block traps, spear traps, and chest/furniture traps are marked in gold on the quest maps in the Quest Book.

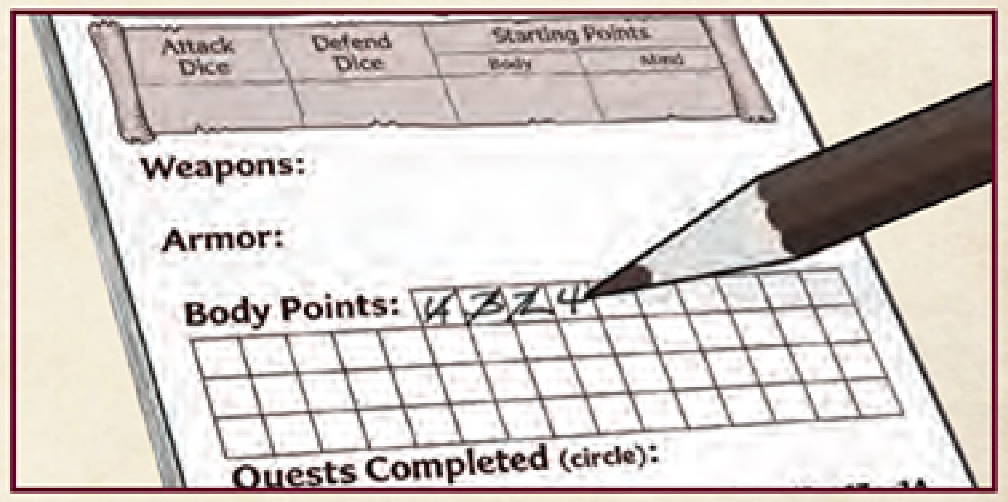
Pit Traps

A pit trap is a covered hole in the floor. If the trap is found during a search, Zargon says the floor looks weak and points to the square where the trap is located. Zargon does *not* put a pit trap tile on the gameboard at this time. It has not yet been sprung. Once a pit trap is discovered, a hero may be able to jump the trap, or on their next turn, disarm it. (See “Jumping a Trap,” and “Disarm a Trap,” both on page 19.) If a hero does not search for traps and moves onto a pit trap square, they automatically spring the trap.

Springing a Pit Trap



- As a hero, if you move into a pit trap square, Zargon stops you by saying, “You have just stumbled into a pit!”
- Zargon then puts a pit trap tile on that square (under your hero figure) and tells you that you suffered 1 Body Point of damage in the fall. This ends your turn. You must then record your Body Point damage on your character sheet.



What Happens to a Hero in a Pit?

- As a hero, once in a pit, you may search the pit for treasure or secret doors as if it were a separate room unto itself.
- When in a pit, you may also attack and defend, but you must roll one fewer combat dice when doing so. (This applies to monsters as well.)

As a hero, your minimum attack or defend strength is always 1 combat die, even if the pit penalty would reduce your dice to 0.

- Normally, you can move out of a pit on your next turn.

Once a pit trap is sprung and a pit tile placed on the board, the trap cannot be disarmed and removed. As a hero, you may, however, attempt to jump over it. (See “Jumping a Trap,” page 19.)

Falling-Block Traps

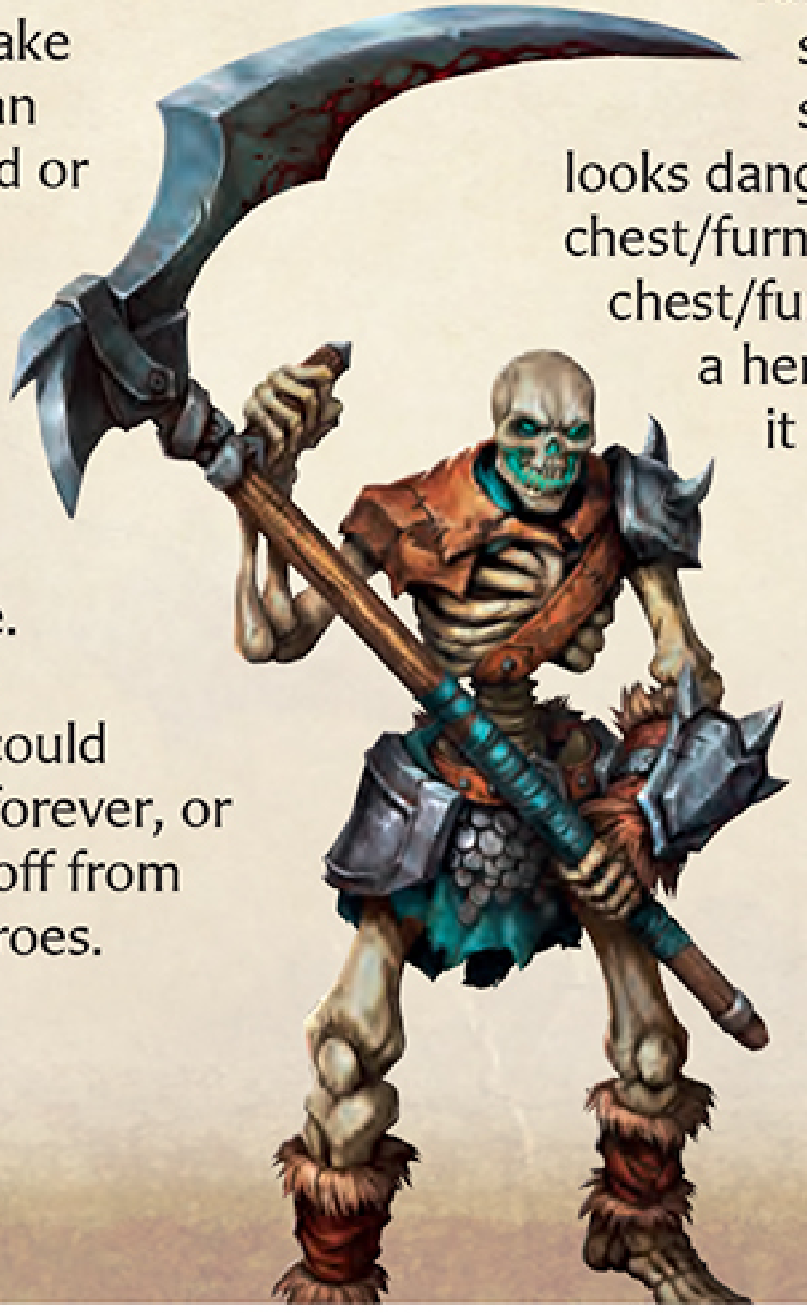
Heroes beware! Falling block traps are very dangerous. Stepping on one may trigger the ceiling to collapse. If such a trap is found during a search, Zargon says that the ceiling looks dangerous and points to the square where the trap is located. Zargon does *not* put a falling block trap tile on the gameboard at this time. It has not yet been sprung. Once an unsprung falling block trap is discovered, a hero may attempt to jump the trap, or may later try to disarm it on their next turn. If a hero does not search for traps and moves onto a falling block trap square, they spring the trap.

Springing a Falling-Block Trap

- As a hero, if you move onto a falling-block trap square, Zargon stops you by saying, "You've just sprung a falling-block trap! The ceiling is caving in! Look out!"
- Zargon then puts a falling-block trap tile on the square, under your hero figure.

Once a falling-block trap has been sprung and put out on the board, it cannot be disarmed or jumped.

- Zargon then gives you 3 combat dice to roll. For each skull rolled, you suffer 1 Body Point of damage. You may *not* roll Defend dice.
- You must now make a decision. You can either move ahead or move back to an empty space. Remember, the trap space is now a permanent block in the game. Your decision is a critical one. You could become trapped forever, or you could be cut off from the rest of the heroes.
- Move to the space you have decided upon. This ends your turn.



Spear Traps

A spear trap is carefully hidden. If one is found during a search, Zargon says that the square looks suspicious and points to the square where the trap is located. Once a spear trap is discovered, a hero may attempt to jump the trap or disarm it. As a hero, when you step onto a spear trap square, you automatically spring the trap. This causes a spear to thrust out of the wall, floor, or ceiling.

Springing a Spear Trap

As a hero, when you are moving onto a spear trap square, you must roll 1 combat die. If you roll a skull, you suffer 1 Body Point of damage. This ends your turn. If you roll either a black or white shield, you have dodged out of the way of the spear. You may then continue with your move. The spear trap is now gone forever, and the square can be moved onto safely.

There are no spear trap tiles.

Chest/Furniture Traps

A chest/furniture trap can be a variety of things, including poisonous gas, poison needle, explosive latch, or a shooting dart.

If the room or corridor that the chest/furniture is located in is being searched for traps, Zargon says that the chest/furniture looks dangerous and points to the chest/furniture in question. Once a chest/furniture trap is discovered, a hero may attempt to disarm it on their next turn.

Springing a Chest/Furniture Trap

- As a hero, if you search a room for treasure, before searching the room for traps, any chest/furniture traps in the room are sprung, ending your turn. You then suffer the consequences described to Zargon in the quest notes.
- If you successfully disarm the trap, the trap is removed, and you may continue with your move. (See "Disarm a Trap," page 19.) You may search the disarmed chest/furniture for treasure on your next turn.

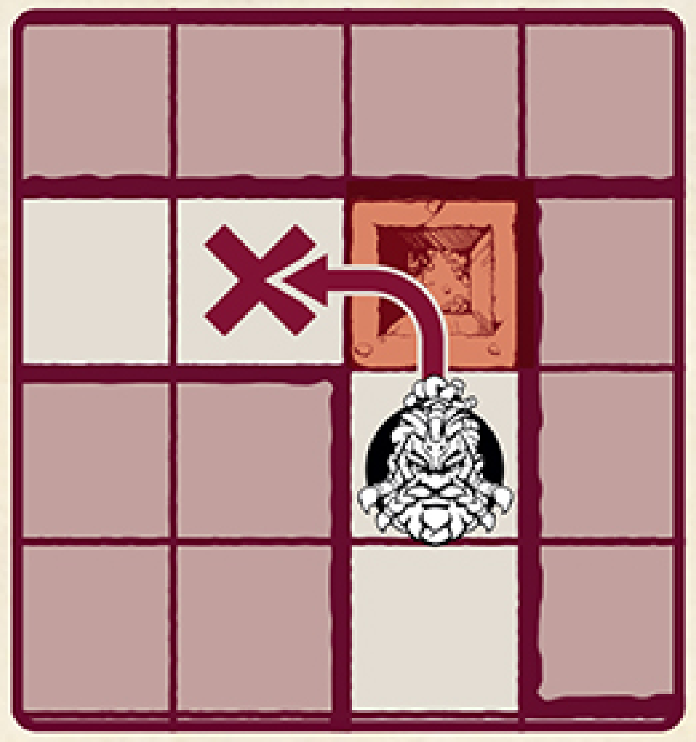
Jumping a Trap

As a hero, if your path is blocked by a trap, you may attempt to pass by jumping over it. To jump over a trap, you must do the following:

- You must have at least two squares of movement remaining, as if you moved onto the trap square and then onto one unoccupied adjacent square beyond.
- You must roll anything but a skull on 1 combat die to jump the trap.
  - If you roll a skull, you spring the trap, suffering the body damage caused by that particular type of trap. If there is a corresponding trap tile, it is then put on the gameboard by Zargon. You are then put on the trap square. This ends your turn.
  - If you do not roll a skull, you can jump over the trap, expending two moves. If you have any moves remaining from your dice roll, you may then continue your move.

Once a falling-block trap has been sprung, it *cannot* be jumped. The path is permanently blocked by a wall of fallen stone. However, once a pit trap has been sprung, the hole in the ground, though dangerous, *can* be jumped.

There may be as many as three possible squares to jump to on the other sides of a single pit. However, a pit in the corner of a corridor has only one space open to jump across to.



If the X square is occupied by a monster, and you are a hero without any special armory weapons, you must voluntarily fall into the pit (suffering damage) and do combat with the monster (at a disadvantage) from in the pit!

Monsters, with enough movement squares (and a vacant space beyond), always successfully jump over a pit. If they voluntarily enter a pit, they suffer no damage.

Action 6: Disarm a Trap

As a hero, to disarm an unsprung trap, you must first know its location, and you must possess a tool kit (or be the dwarf). A tool kit may be purchased between quests at the armory. (See the equipment cards.)

How Heroes (Except the Dwarf) Disarm a Trap with a Tool Kit

- As a hero, before you move, you must announce that you are moving onto the trap square to attempt to disarm and remove the trap.
- You must move onto the trap square and roll 1 combat die.
  - If you roll a skull, you have sprung the trap, suffering body damage.
  - If you roll either a black or white shield, the trap is disarmed. A disarmed trap is considered gone and is not put out on the gameboard.

How the Dwarf Disarms a Trap

As the dwarf, you never need a tool kit to disarm a trap! Your odds of succeeding are great due to your innate skills. To disarm a trap, you must do the following:

- Before you move, you must announce that you are moving onto the trap square to attempt to disarm and remove the trap.
- Roll 1 combat die.
  - If you roll a black shield, you have sprung the trap, suffering body damage.
  - If you roll anything except a black shield, the trap is disarmed.

Note: A disarmed pit trap is considered to be a regular gameboard square.

THE EVIL SORCERER ZARGON'S TURN

Zargon, only after all four heroes have completed a turn, is it your turn. You may then move every monster currently on the gameboard. Like heroes, monsters may move and perform an action, *or* may perform an action and then move. A monster cannot move part way, perform an action, and then finish its movement.

Each monster may perform one of the following two actions:

- Attack
- Cast a Dread spell

Only certain monsters may cast a spell. Refer to the quest notes in the Quest Book for more information.

Monsters may not:

- Search for treasure
- Search for secret doors
- Move or attack diagonally
- Pass over heroes
- Move through walls
- Open or close doors
- Share a square on the gameboard

Monsters do not spring hidden traps. Therefore, they have no need to search for them, or to disarm them.

Monster Movement and Actions

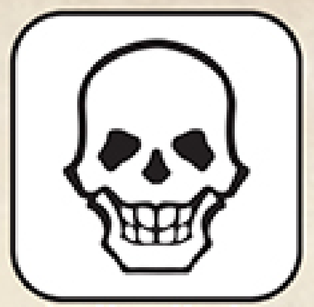
Unlike heroes, monsters do not move by dice roll. Each monster's maximum movement per turn is listed in the monster chart on the Game Master's screen, and also on the eight monster cards. Monsters do not have to move the entire distance indicated on the monster chart. There are two monster actions.

Action 1: Attack

A monster may attack any hero that it is adjacent to. However, a monster may only attack once per turn. A monster's attack strength is based on its natural abilities and does not depend on a weapon.

How a Monster Attacks

- An attacking monster rolls the number of Attack dice shown in the monster chart on the Game Master's screen. Failure to roll any skulls results in a failed attack.
- Each skull rolled is considered a hit, resulting in 1 Body Point of damage scored against the hero. **If hit, the hero immediately defends by rolling their Defend dice.** If the hero's Body Points reach 0, the Hero is considered dead. (See "Dead Heroes," page 21.)

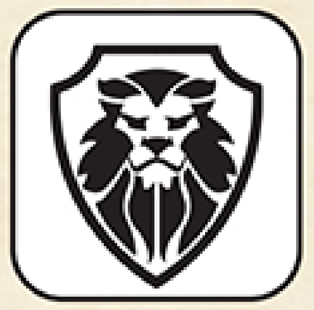


Skull rolled

If the hero has 1 Body Point remaining, and takes more than 1 hit of damage, their Body Points are still only reduced to zero.

How a Hero Defends

A defending hero usually rolls 2 Defend dice (less if in a pit or under certain spells, and more after purchasing armor). Each white shield rolled by the defending hero blocks 1 hit from the attacking monster.



White shield rolled

Action 2: Cast a Dread Spell

As Zargon, you may cast a Dread spell instead of attacking. You must give your Dread spells to specific monsters as called for in the quest notes. A monster can only cast a spell on a hero that it can see.

You may only cast a spell on your turn. A spell may only be cast once per quest. Once a spell is cast, the spell card is discarded for the remainder of the quest. A spell and its effects are explained in detail on its corresponding spell card.

Several of the Dread spells are not used in the first 14 quests. They are to be used in future quests and can also be used by you when designing your own quests.

Dead Heroes

As a hero, you die when your Body Points are reduced to 0, and you do not have a healing spell or healing potion to save yourself.

What Happens to a Dead Hero?

As a hero, if you die, you are out of the game for the rest of that quest. You may, however, rename your hero and play them as a new character in the next quest. Armor, weapons, and treasures that belonged to you prior to death can be picked up by any other hero in the room with you.

Warning! If there are no other heroes in the room or corridor with you when you die, any monster in the room or corridor with you claims your possessions. It may not, however, use them. They are removed from the game.

How a Hero Escapes Death

As a hero, if your Body Points have been reduced to 0, there are two situations where you can save yourself:

- If you have in your possession any potion that can restore life to you—such as a healing potion—you can immediately drink it. The potion will instantly raise your Body Points above 0, restoring you to life.
- If you are a spellcaster with a healing spell, and you have not already performed an action on your turn, you can be healed by casting the spell on yourself.

After your Body Points have reached 0, you can never be saved by a fellow hero's spell or potion. It will be too late. You die by the time it is your fellow hero's turn—the only time when they can cast a spell or give you a potion.

What Happens If You Run Out of Monsters?

Some quests may require more monsters than are available in the game. This could happen if the heroes fail to kill monsters. Killed monsters may be used again later in the quest if the Quest Book calls for their placement. However, if all the monsters of a particular type are already on the gameboard and you, as Zargon, need to place another one, you may use any monster that is of the same color as the one that should have been used.

ENDING THE QUEST

As a hero, you successfully complete a quest only when you have achieved the quest goal *and* have returned to the safety of the stairway. A quest may be ended early by the players voluntarily returning to the stairway before completing the quest, or by all four heroes dying in their attempt to complete the quest.

There is usually a final treasure, or a reward associated with successfully completing a quest. Your valiant efforts are rewarded by splitting the reward among all the heroes.

After successfully completing the quest, circle the corresponding quest number on your character sheet. Keep your sheet as you will record all of your quests on it.

WHAT HAPPENS BETWEEN QUESTS?

As a hero, your starting Body and Mind Points are automatically restored once you have successfully completed the quest and have returned safely to the stairway. All spells are then returned to the heroes who cast them.

Finally, you may now visit the armory and purchase new weapons and armor with the gold coins you have accumulated. Be patient. It may take a few quests before you have enough money to purchase anything.

Wizard: Since there are so few things that you can buy from the armory, it would be *wise* for you to save your money.

You keep any treasures found and take them with you on your next quest. Remember, heroes, to subtract from your character sheet any gold coins spent. Save this sheet between quests and use it again!

Lost Artifacts

It is sometimes required that the heroes have a specific artifact in their possession before they continue on to the next quest. Zargon, if a hero dies while in possession of an artifact, and your monsters steal the artifact, you must include the artifact as a special treasure early in the next quest.

Unfinished Quests

Zargon, if a quest ends with disastrous results (such as death for all four heroes), or goes unfinished, you should modify the quest before it is replayed. You can do this by creating a new adventure using the blank map and symbols at the end of the Quest Book.

Game Notes

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